SILLY SYLLABLES

Students practice separating words into syllables and determine the most strongly stressed syllables of words.

Introductory material on syllables and accent marks is presented. The student selects one of four levels by pressing A, B, C, or D. Each level consists of a list of words, from which 26 words are drawn for a round. This way, students may select a level several times, and get different words each time. Level A is made up of two-syllable words, Level B of three-syllable words, Level C of four-syllable words, and Level D is an assortment of two-, three-, and four-syllable words.

The student uses the left and right arrow keys to point to one of the 26 guide letters listed across the screen, and presses Return to select a word. The selected word reappears at the top of the screen. The first letter of the word is highlighted. The student uses the left and right arrow keys to highlight the first syllable of the word, then presses Return to form the syllable. If the student's response is incorrect, the correct response is indicated. The student proceeds in this way to divide the rest of the word into syllables. The student then uses the left and right arrow keys to move a dragonfly carrying an accent mark over the syllabized word. The student presses Return when the accent mark is positioned over the most strongly stressed syllable. If the student's response is incorrect, the correct syllable is accented. The student continues to select letters until words beginning with all 26 letters of the alphabet have been used.

DIG IT

Students learn to use one-meaning definitions to find the meanings of words and determine words that correctly complete sentences.

Introductory material on dictionary definitions is presented. The student selects one of three levels by pressing A, B, or C. Each level consists of a list of words, from which 26 words are drawn for a round. This way, students may select a level several times, and get different words each time. Level A is made up of general words. Level B is made up of names of unusual animals. Level C is made up of names of prehistoric animals and terms.

A sentence is displayed with an empty box representing a word missing from the sentence. If Level A was chosen, three words appear as choices, numbered 1, 2, and 3. If Level B or Level C was chosen, two words appear as choices, numbered 1 and 2.

The student may press D to see definitions of the words in the word list. When the student presses D, a marker appears on the alphabet displayed across the top of the screen. The student moves the marker to the first letter of the desired word with the left and right arrow keys. Pressing Return displays a definition of the word. The student presses the space bar when finished reading the definition.

The student selects a word by pressing its number. If the student's response is incorrect, the correct response is indicated.

For each correct response, a bone is dug up and recorded on the "Bone Tally." The sun displayed at the top of the screen acts as a timer. The student must try to get each bone before the sun sets. (The timer stops while definitions are selected and displayed.) The student completes a round by finding 13 bones.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with a ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll single-user micro-software disks as long as the product is in production. If any program fails to load or run, simply return it to us for a free replacement.

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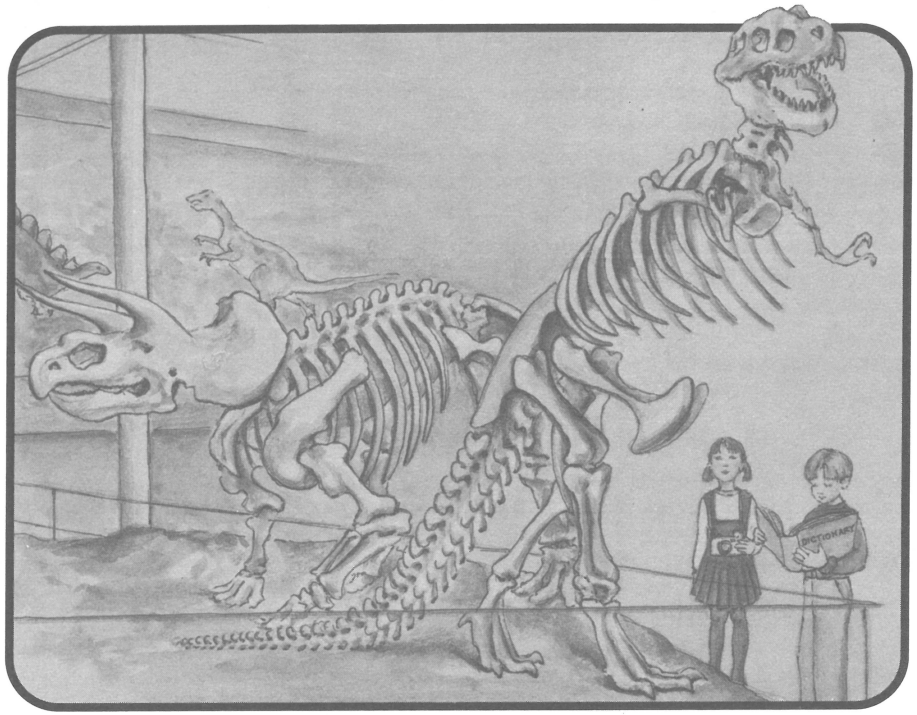
Troll MICRO

COURSEWARE

USER'S GUIDE

DINO DIG

Dictionary Skills



Troll Micro-Software

DINO DIG
Dictionary Skills
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

DINO DIG: Dictionary Skills is an interactive program designed to help teach many of the skills needed to use a dictionary and introduce some of the information to be found in dictionary entries.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title and the credits. The student is then asked whether sound is desired. Then the menu appears.

1. DINO SORTS (Entry words)
2. DINO DUO (Guide words)
3. YOU SAID IT (Pronunciation)
4. SILLY SYLLABLES (Syllables and accent marks)
5. DIG IT (Word meaning)

The student presses a number from 1 to 5 to select an activity, which will load and run. The student may press C to see the credit screen or Q to quit the program.

Special Keys

	H	**Display Help screen**
CONTROL	X	**Return to Menu**
CONTROL	O	**Turn sound On or Off**

When the footprint is flashing in the lower right corner of the screen, the student should finish reading any text on the screen, then press the space bar.

The Activities

DINO SORTS

Students learn to sort entry words into three alphabetical sections of the dictionary (a through i, j through r, and s through z). They also learn to arrange the sorted words into alphabetical order.

Introductory material is presented on entry words. The program suggests that the student think of the dictionary as being divided into three parts: beginning (a-i), middle (j-r), and end (s-z). The student selects one of two levels by pressing A or B. Each level consists of a list of words, from which 26 words are drawn for a round. This way, students may select a level several times, and get different words each time.

Words are displayed one by one in random order. The student must determine whether each word belongs in the beginning, middle, or end of the dictionary. Pressing 1 selects the beginning, 2 the middle, or 3 the end. If the first response is incorrect, the student is given a second try. If the second response is incorrect, the correct answer is indicated. The student may press C to see a clue, or P to see a progress report, which indicates the letters already attempted. When all 26 words have been placed in the three sections of the dictionary, the number of words the student placed correctly is indicated.

The student now alphabetizes each of the three lists. One by one, the three lists are displayed. The student uses the arrow keys and the Return key to select each word on the list and put it into alphabetical order. For each word, if the first response is incorrect, the student is given a second try. If the second response is incorrect, the correct answer is indicated. After each list has been alphabetized, the number of words the student alphabetized correctly is indicated. After all three lists have been alphabetized, the total number of words the student alphabetized correctly is indicated.

DINO DUO

Students learn to use guide words to determine a page in the dictionary where a given word can be found.

Introductory material on guide words is presented. The student selects one of two levels by pressing A or B. Each level consists of a list of words, from which 26 words are drawn for a round. This way, students may select a level several times, and get different words each time.

The tops of two pages of a dictionary, numbered 1 and 2, are displayed with their guide words. A word that would be found on one of the two pages is displayed. The student must determine the page on which the word would be found. Pressing 1 selects page 1, and pressing 2 selects page 2. If the student's response is incorrect, the correct answer is indicated. The student may press C to see a clue, or P to see a progress report, which indicates the letters already attempted. After all 26 words have been attempted, the total number of words the student placed correctly is indicated.

YOU SAID IT

Students are introduced to the pronunciation of words and the pronunciation key. They learn to identify the correct pronunciation of a given word.

Introductory material on pronunciation is presented. The student selects one of two levels by pressing A or B. Each level consists of a list of words, from which 26 words are drawn for a round. This way, students may select a level several times, and get different words each time.

Words are presented one by one. Each word has three pronunciations listed beneath it. The student may consult a pronunciation key by pressing V to see a Vowel Pronunciation Key or C to see a Consonant Pronunciation Key. When finished with a Pronunciation Key, the student presses E to erase it from the screen. The student must select the correct pronunciation. Pressing the space bar highlights the three choices in succession. Pressing Return selects the currently highlighted choice. If the student's response is incorrect, the correct pronunciation is indicated. For each correct response, a section of a dinosaur skeleton is filled in. When the skeleton is complete, the game ends. If the student has not completed the skeleton after attempting 50 words, the game ends.